

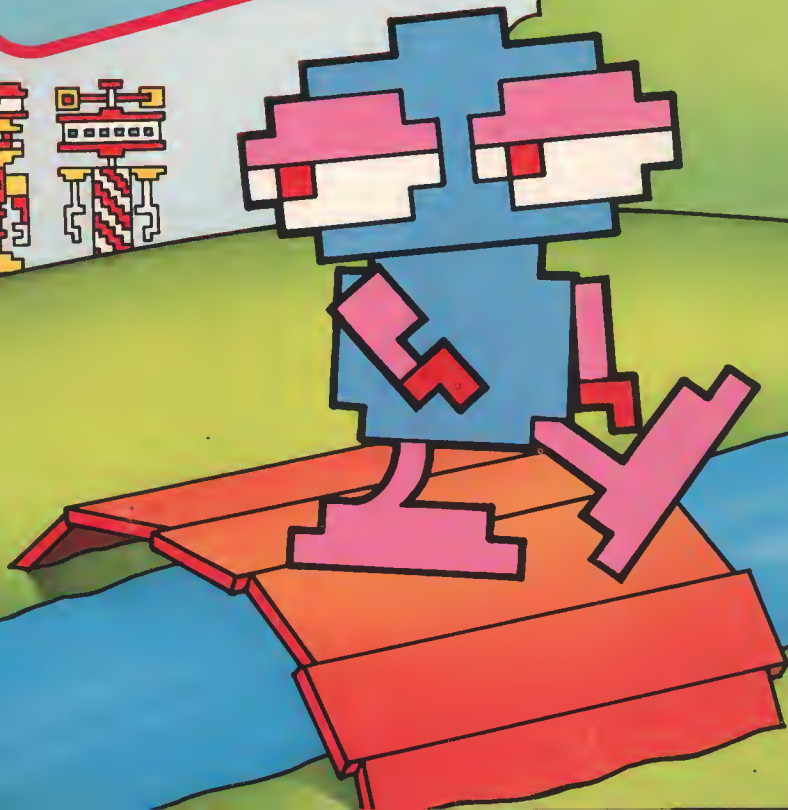
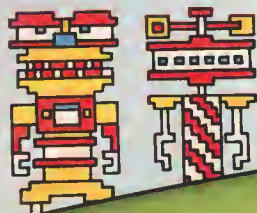
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For ages 4 to 8

# TINK! TONK!™

## Tonk in the Land of Buddy-Bots

BY MERCER MAYER





# Tonk in the Land of Buddy-Bots

BY MERCER MAYER

Designed and Developed by Angelsoft, Inc.

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# Table of Contents

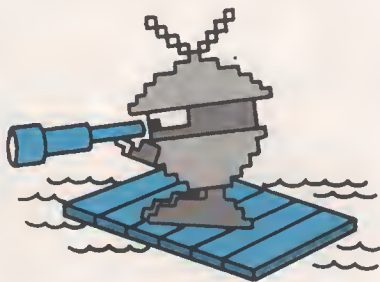
<b>Meet the TinkTonks!</b> .....	4
<b>Getting Started</b> .....	6
What You Need .....	6
Loading Instructions .....	6
Care and Handling of Disks .....	6
<b>Playing Tonk in the Land of Buddy-Bots</b> .....	7
Main Menu .....	7
<b>Adventure</b> .....	8
Collecting Buddy-Bot Parts .....	8
Difficulty Levels .....	10
Dangers .....	11
Map of Buddy-Bot Land .....	12
<b>Play a Game</b> .....	14
Different/Alike .....	16
Match the Shadow .....	17
Minibot Shuffle .....	18
Remember Me .....	19
Buddy-Bot Puzzle .....	20
Minibot Factory .....	21
<b>Special Keys</b> .....	22

# Meet the TinkTonks!

Imagine you have become a beam of light and are magically swept along inside your computer. Below you is a deep blue sea crisscrossed by a glowing grid. Above you is a peach-colored sky. On the horizon, little disk-shaped islands float in the air above the CrissCross Sea. You fly down for a closer look. On the islands are mountains and valleys, lakes and rivers, forests and fields. One island even has a little town with houses and streets. You have found TinkTonk Land, the home of the TinkTonks.

And here are the TinkTonks:

Tink is their trusty leader. He is good at helping all the TinkTonks.



Tonk is Tink's best friend. He usually needs Tink's help, because he is good at getting into trouble.

Tuk tends the TinkTonk garden. He likes to watch his flowers grow.

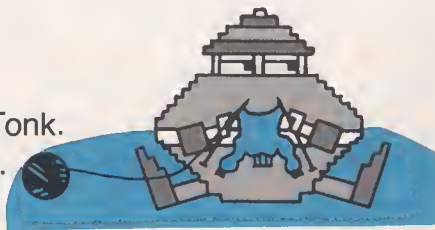
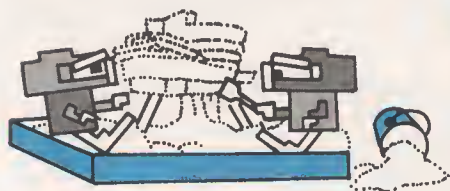


Tinka is the best there is at Tonkerball.  
She coaches the TinkTonk Team.



Zoomer is the speediest TinkTonk.  
He is always in a big hurry.

Boomer is the biggest TinkTonk.  
He is never in a hurry at all.



Teep and Beep are the little  
twin TinkTonks. You will  
find them in the sandbox.

The Great Gork is not a  
TinkTonk. He is a rascal who  
lives in a castle at the edge of  
the CrissCross Sea. He likes to  
make mischief in TinkTonk Land.  
Good thing Tink and Tonk know  
how to trip him up!



Now that you have met the TinkTonks, you can get to  
know them better in their computer programs and  
books. Have fun!

# Getting Started

## What You Need

1. Color TV or monitor
2. 48K ATARI® computer or Commodore 64™ computer
3. Disk drive
4. Joystick (optional)

## Loading Instructions for Atari Computer

1. Plug the joystick into Controller 1.
2. Turn on the TV or monitor.
3. Turn on the disk drive. Wait for it to stop whirring and the red, "busy" light to go off.
4. Hold the disk by its label. Carefully slide the disk, label side up, into the disk drive. Close the disk drive door or latch.
5. Turn on the computer. The program will automatically load.

## Loading Instructions for Commodore 64 Computer

1. Plug the joystick into Control Port 2.
2. Turn on the TV or monitor.
3. Turn on the disk drive. Wait for it to stop whirring and the red, "busy" light to go off.
4. Turn on the computer.
5. Hold the disk by its label. Carefully slide the disk, label side up, into the disk drive. Close the disk drive door.
6. Type LOAD "\*",8 and press Return.
7. When you see READY, type RUN and press Return.

NOTE: Be sure that the SHIFT/LOCK key is up.

## Care and Handling of Disks

To protect your disk, you should handle it carefully.

1. Always hold the disk by its label. Never touch the open oval part of the disk.



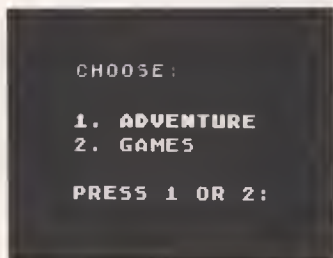
2. Never put your disk in the disk drive, or take it out, when the drive is making a whirring sound or when the red, "busy" light is on.
3. Always take your disk out of the disk drive before you turn off the drive.
4. When you're through using the disk, remove it from the disk drive and replace it in its protective sleeve.
5. Clean your disk drive often with material recommended by your computer dealer.

## Playing Tonk in the Land of Buddy-Bots

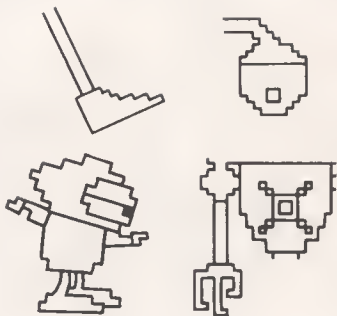
### MAIN MENU

After the program is loaded, Tonk will walk onto the screen and his music will begin. Press Spacebar three times to go to the Main Menu.

There are two choices on the Main Menu. Press 1 if you want to go on an adventure with Tonk. Press 2 if you want to go to the Game Menu to choose a game.



Any time you want to go to the Main Menu, press System Reset if you have an Atari computer. Press f1 if you have a Commodore 64 computer.



## ADVENTURE

Emergency! Emergency! There is trouble in Buddy-Bot Land! A Buddy-Bot's parts are scattered everywhere. The Buddy-Bot needs Tonk to collect his parts and put him back together again.

Press **[Y]** if you want to look for the Buddy-Bot you see on the screen. Press **[N]** if you want to look for a different one. There are 128 different Buddy-Bots to choose from!

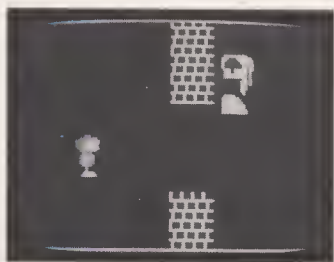


Tonk needs your help to put the Buddy-Bot back together. Will you help him? There are exciting times ahead in Buddy-Bot Land. Get ready for dangers, surprises, and lots of fun!

## COLLECTING BUDDY-BOT PARTS

There are two ways to collect Buddy-Bot parts:

1. Pilot Tonk through Buddy-Bot Land to search for parts. When you find a part, pilot Tonk over to touch it and the part is yours.



2. Pilot Tonk into one of the caves and play a game. You will win a Buddy-Bot part for each correct answer.



You can pilot Tonk with either a joystick or the computer keyboard.

If you use the keyboard, use these keys:

(Atari computer)

(Commodore 64 computer)

up

up

down

down

left

left

right

right

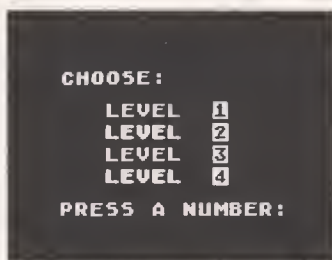
Press any key to stop Tonk. Press     (Atari computer) or     (Commodore 64 computer) to start Tonk moving again. If you are piloting Tonk with a joystick, he stops when you let go of the joystick. Tonk will move again when you move the joystick.

Press  when you want to see how many Buddy-Bot parts you've collected or what the whole Buddy-Bot looks like.

## DIFFICULTY LEVELS

The adventure has four difficulty levels.

You must first choose a level before you can begin searching for Buddy-Bot parts.



Here are some things you should know about each level:

### **Level 1**

The Buddy-Bot is scattered in three parts. Tonk can wander through Buddy-Bot Land without meeting any dangers.

### **Level 2**

The Buddy-Bot is scattered in six parts. Tonk faces dangers such as Gork's Soldiers, Black Holes, and Sky Holes. (See next page for information about these dangers.)

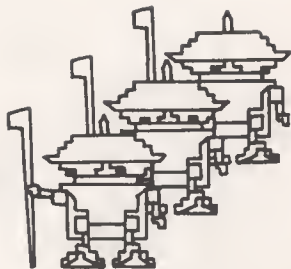
### **Levels 3 and 4**

The Buddy-Bot is scattered in 12 parts. Tonk faces Gork's Soldiers, Black Holes, and Sky Holes.

### **Level 4**

You lose one of the Buddy-Bot parts you've collected if Tonk is caught by Gork's Soldiers.

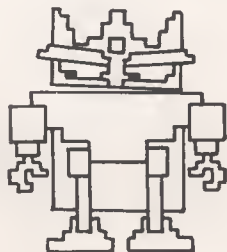
## DANGERS



**Gork's Soldiers:** These soldiers try to stop Tonk from collecting Buddy-Bot parts. Be careful! If Tonk is captured by a soldier, he is sent to Gork's Castle. At Level 4, you lose a Buddy-Bot part if Tonk is captured. Then you must search for the part in the castle.

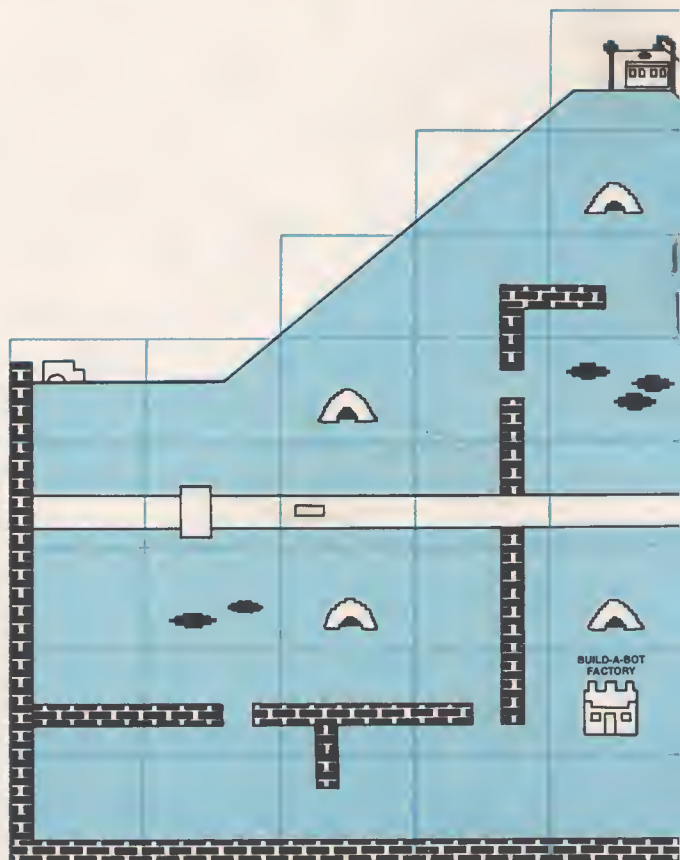
**Black Holes:** Stay away from these traps! If Tonk falls through a Black Hole, he goes directly to Gork's Castle. Look on the map of Buddy-Bot Land on pages 12-13 to see where Black Holes can suddenly appear. You can also use the map to help find your way around Buddy-Bot Land.

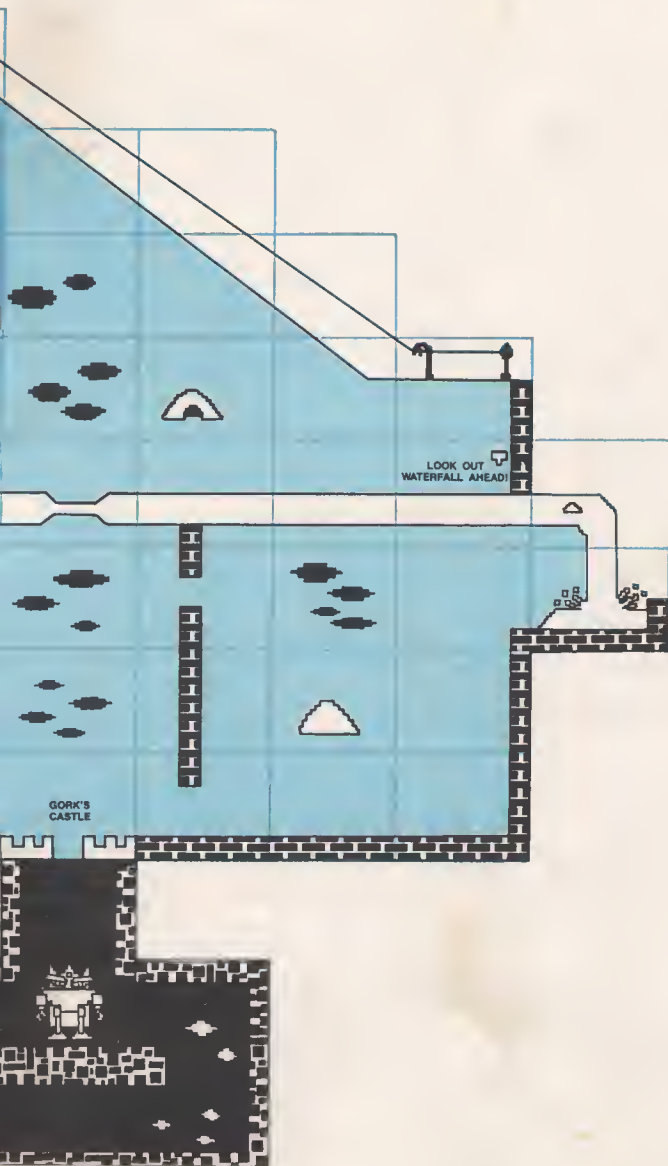
**Sky Holes:** These blue holes appear in Gork's Castle. Look out! If Tonk falls through a Sky Hole, he is sent back outside his house. You can then play again or send Tonk home. You keep the Buddy-Bot parts you've collected if you play again. You lose the Buddy-Bot parts you've collected if Tonk goes home. The program then starts again from the beginning.



### **Gork's Castle:**

Mean, old Gork lives in Gork's Castle. Watch out! Don't let Tonk touch Gork or Tonk is sent back outside his house. You can then play again or send Tonk home. (See Sky Holes.)





## Help Screen

The Help Screen tells you about the four difficulty levels of the adventure. After you choose the level you want, press **[Y]** if you want to look at the Help Screen. Press **[N]** if you don't.

## Going for a Ride

Tonk can ride on the raft or in the cable car in Buddy-Bot Land.

**Raft:** Use the joystick, or press **[↓]** (Atari computer) or **[M]** (Commodore 64 computer) to make Tonk jump onto the raft for a ride down the river. Press any key to stop the raft. Use the joystick, or press **[→]** (Atari computer) or **[K]** (Commodore 64 computer) to start the raft moving again. Use the joystick, or press **[↓]** **[↑]** (Atari computer) or **[I]** **[M]** (Commodore 64 computer) to make Tonk jump off the raft.

**Cable Car:** Use the joystick, or **[↑]** (Atari computer) or **[I]** (Commodore 64 computer) to pilot Tonk into the cable car for a ride up or down Buddy-Bot Land.

## Play a Game

Press **[2]** at the Main Menu if you want to play a game without going on an adventure. This takes you to the Game Menu.



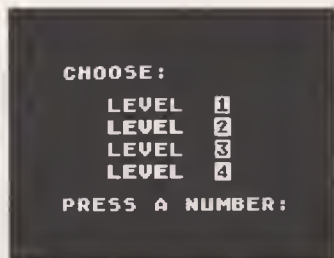
There are six games to choose from:

1. **Different/Alike**
2. **Match the Shadow**
3. **Minibot Shuffle**
4. **Remember Me**
5. **Buddy-Bot Puzzle**
6. **Minibot Factory**

Press the number of the game you want to play.

Each game (except Minibot Factory) has four difficulty levels. Level 1 is the easiest and Level 4 is the hardest. (See game descriptions for more information about levels.) After you choose a game, you must choose a difficulty level.

Press the number of the level you want.



Press **[ESC]** to stop playing a game if you have an Atari computer. Press **[RUN/STOP]** if you have a Commodore 64 computer.

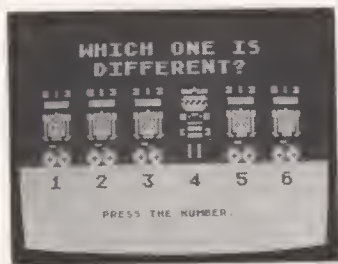


## 1. Different/Alike

This game helps you learn to see differences between shapes and patterns. You must look carefully to decide which Minibots are different and which are alike. Can you tell the Minibots apart?

Choose which difficulty level you want:

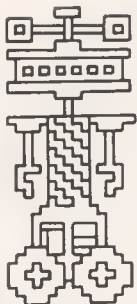
**Level 1:** There are six Minibots on the screen. One of them is entirely different from the other five. Press the number of the Minibot that is different.



**Level 2:** There are six Minibots on the screen. Only a part of one Minibot is different from the others. Press the number of the Minibot that is different.

**Level 3:** There are six Minibots on the screen. Two of them are different from the other four. Press the numbers of the two Minibots that are different.

**Level 4:** There are six Minibots on the screen. Two of them are exactly alike. Press the numbers of the two Minibots that are alike.



## 2. Match the Shadow

This game gives you more practice with shapes and patterns. A Minibot is on the left side of the screen. A group of different shadows is on the right side. Find the shadow that matches the Minibot. How many Minibots can you match with their shadows?

Choose which difficulty level you want:

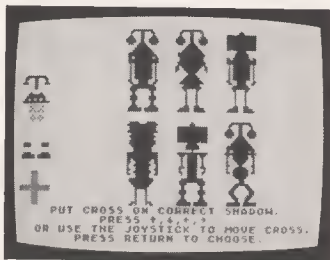
**Level 1:** There are four different Minibot shadows to choose from.

**Level 2:** There are six different Minibot shadows to choose from.

**Level 3:** There are eight different Minibot shadows to choose from.

**Level 4:** There are ten different Minibot shadows to choose from.

To match a Minibot with its shadow, move the cross onto the shadow. You can move the cross with either a joystick or the computer keyboard.



If you use the keyboard use these keys:

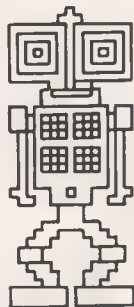
(Atari computer)

↑ up  
↓ down  
← left  
→ right

(Commodore 64 computer)

I up  
M down  
J left  
K right

Press  when the cross is on the matching shadow.



### 3. Minibot Shuffle

This game tests your concentration. A Minibot first hides inside one of three boxes. Then the boxes jump around on the screen. You must watch carefully to find where the Minibot is hiding. Will the Minibot be able to trick you?

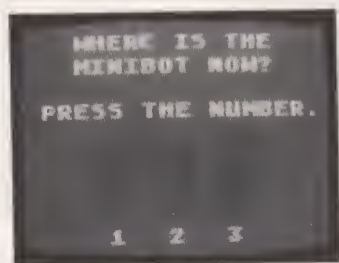
Choose which difficulty level you want:

**Level 1:** The boxes move four times, every four seconds.

**Level 2:** The boxes move six times, every three seconds.

**Level 3:** The boxes move eight times, every two seconds.

**Level 4:** The boxes move ten times, every second.





## 4. Remember Me

This game tests your memory. Look carefully at the Buddy-Bot on the screen. Then choose Buddy-Bot parts to put the Buddy-Bot back together again. How good is your memory?



Choose which difficulty level you want:

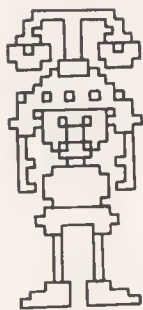
**Level 1:** You can look at the Buddy-Bot as long as you want. Press Spacebar when you're ready to play.

**Level 2:** You have only four seconds to look at the Buddy-Bot. Then the screen will change and the game begin.

**Level 3:** You have three seconds to look at the Buddy-Bot before the screen changes and the game begins.

**Level 4:** You have two seconds to look at the Buddy-Bot before the screen changes and the game begins.

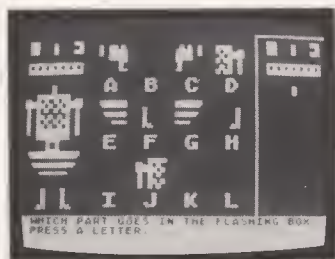
## 5. Buddy-Bot Puzzle



This game gives you more practice with shapes and patterns. A whole Buddy-Bot is on the left side of the screen. Buddy-Bot parts are scattered in the middle of the screen. Put together the Buddy-Bot on the right to match the one on the left. Press the letter of the part that goes where the red box is flashing. Are you good at puzzles?

Choose which difficulty level you want:

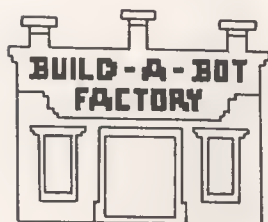
**Level 1:** The flashing box always moves from left to right, and top to bottom. The Buddy-Bot parts are scattered in pairs. You can change your mind after choosing a part. Press  if you want to leave the part where you put it. Press  if you don't.



**Level 2:** The flashing box always moves from left to right, and top to bottom. The Buddy-Bot parts are all mixed up on the screen. You can change your mind after choosing a part.

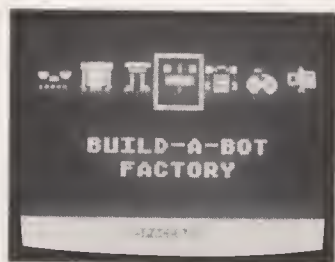
**Level 3:** The flashing box jumps around from place to place. The Buddy-Bot parts are mixed up on the screen. You can change your mind after choosing a part.

**Level 4:** This level is just like Level 3 except you cannot change your mind after choosing a part.



## 6. Minibot Factory

This game is just for fun! You can build your own Minibot. Minibot parts move across the screen. Press **Return** to choose the part you want. How many different Minibots can you build?



## Special Keys

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### Atari Computer

**System Reset** Takes you to the Main Menu.

**ESC** Stops a game.

**↑** Moves Tonk up, and starts Tonk moving again, during adventure; moves cross up in Match the Shadow game.

**↓** Moves Tonk down, and starts Tonk moving again, during adventure; moves cross down in Match the Shadow game.

**←** Moves Tonk left, and starts Tonk moving again, during adventure; moves cross left in Match the Shadow game.

**→** Moves Tonk right, and starts Tonk moving again, during adventure; moves cross right in Match the Shadow game.

**B** Shows whole Buddy-Bot, and parts collected, during adventure.

**Return** Signals choice of Minibot shadow in Match the Shadow game; used to select Minibot parts in Minibot Factory game.

**Spacebar** Advances program to next screen.



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## Commodore 64 Computer

**f1** Takes you to the Main Menu.

**RUN/STOP** Stops a game.

**I** Moves Tonk up, and starts Tonk moving again, during adventure; moves cross up in Match the Shadow game.

**M** Moves Tonk down, and starts Tonk moving again, during adventure; moves cross down in Match the Shadow game.

**J** Moves Tonk left, and starts Tonk moving again, during adventure; moves cross left in Match the Shadow game.

**K** Moves Tonk right, and starts Tonk moving again, during adventure; moves cross right in Match the Shadow game.

**B** Shows whole Buddy-Bot, and parts collected, during adventure.

**Return** Signals choice of Minibot Shadow in Match the Shadow game; used to select Minibot parts in Minibot Factory game.

**Spacebar** Advances program to next screen.





